TWO NEW MEGA-SERIES START INSIDE!

Sonic the comic

95p

Number 7 21st August 19

Britain's OFFICIAL SEGA COMIC Every Fortnight

starring SONIC THE HEDGEHOG

NEW

STREETS OF RAGE MEET THE STREET FIGHTERS!

NEW

KID CHAMELEON MEET THE MULTI-HERO KID!

PLUS 100 SONIC 2 BOOKS TO BE GIVEN AWAY FREE

SEGA Archive

NEWS, REVIEWS, THE Q ZONE - AND MORE!

CONTROL Zone

Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

Welcome Screen

Hey Boomers!

Welcome to a new era of STC thrills! Two major new series make their debut in this issue. You may think you know all about STREETS OF RAGE and KID CHAMELEON, having played the chart-topping Sega games of the same names, but think again. STC brings you all-new stories based around the characters and locations featured in the games. In the case of STREETS OF RAGE, read for the first time, how Axel, Blaze and Max left a corrupt police force to bring justice to these raging streets!

In KID CHAMELEON you'll learn more about Casey's life outside the virtual reality world of Wild Side as well as how he changes into the incredible characters of Red Stealth, Berserker, Cyclone and many others. You're in for a wild ride, Boomers!

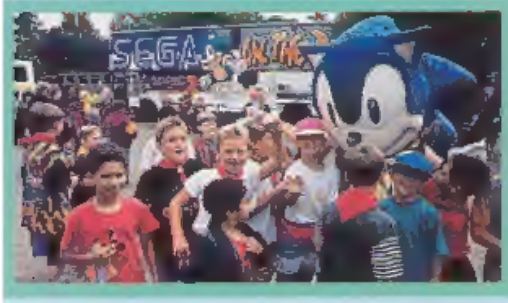
In all this excitement let's not forget the star of our comic - ol' blue spikes himself, Sonic! Big things are in the wind for Sonic and his pals as a very significant event is about to take place on the Planet Mobius! Keep your scanners tuned to these pages.

By the way, this issue also features a mega freebie with 100 (count 'em) copies of Tony Takoushi's guide to Sonic 2 book. Get writing now, Boomers, there's sure to be a rush for these.

If you think The Tak is the only talented scribe working for STC, you'd be very wrong. Game Gurs David Gibbon, keeper of the Q Zone, has just had published the 2nd edition of THE COMMERCIAL GAMES PROGRAMMER'S GUIDE (Kuma, £9.95). This technical tome is for any Boomer wanting to seriously get into the world of games programming.

Don't forget, Boomers, I want to hear what you think of STC's fab new line-up of strips. Get writing and drawing.

Megadroid



Sonic Goes Scouting

The UK Scouting Movement gets into some serious Sonic action this autumn as it joins forces with Sega to launch the SONIC SPEED CHALLENGE. This involves selling special Sonic The Hedgehog Scratchcards to raise money for The Promise Appeal, to help the Scout Movement, between 18th September and 18th December.

Each Sonic Scratchcard will carry three questions on the theme of speed. Reveal three correct answers and you could win a prize. These range from posters, Game Gears, Master Systems and Mega Drives to the top prize of a Mega CD. In addition, cards with three correct answers can be used to get 10% of the price of Sega game carts at any Comet store in the country. Cards will be priced at 50p each, with 15p of that going to the local Scout Group and 35p going to the national Scout appeal.

Scouts and Cub Scouts themselves can take part in the Sonic Speed Challenge by participating in special speed challenges within their local groups. This involves attempting to set new time records for typical Scouting activities such as putting up tents, lighting fires, tying knots and running relays.

Other parts of the scheme will award certificates, T-shirts and Sega baseball jackets. In addition, every Scout who takes up the Challenge will get an exclusive, limited edition Sonic Waggle (I kid you not!).

The Sega Charts

All the chart action for all the Sega systems - in every issue of STC.

up · down · non mover · new entry · re-entry

MEGA DRIVE

1 JUNGLE STRIKE
2 MICRO MACHINES
3 COOL SPOT
4 FLASHBACK
5 PGA TOUR GOLF
6 ECCO THE DOLPHIN
7 SUPER KICK OFF
8 SONIC THE HEDGEHOG 2
9 TINY TOONS: BUSTER'S TREASURE
10 FATAL FURY

MEGA CD*

1 ROAD AVENGER
2 ROBO ALESTE
3 TIME GAL
4 AFTERBURNER 3
5 BLACK HOLE ASSAULT
6 SHERLOCK HOLMES
7 JAGUAR XJ220
8 PRINCE OF PERSIA
9 WOLFCHILD

MASTER SYSTEM

1 SONIC THE HEDGEHOG 2
2 MICKEY MOUSE 2
3 TAZ-MANIA
4 WIMBLEDON TENNIS
5 LEMMINGS
6 G-LOC
7 TECMO WORLD CUP
8 ALIEN STORM
9 ALIEN 3
10 GHOSTBUSTERS

GAME GEAR

1 SONIC THE HEDGEHOG 2
2 MICKEY MOUSE 2
3 LEMMINGS
4 MICK & MACK GLOBAL GLADIATORS
5 WIMBLEDOM TENNIS
6 STREETS OF RAGE
7 WWF STEEL CAGE CHALLENGE
8 BATMAN RETURNS
9 TERMINATOR
10 NINJA GAIDEN

*Mega CD chart lists only games released in Jan.

PENGUIN ELSPA CHARTS GALLUP

Editor: Richard Burton ● Design: Clare Gillmore ● Publisher: Chris Power

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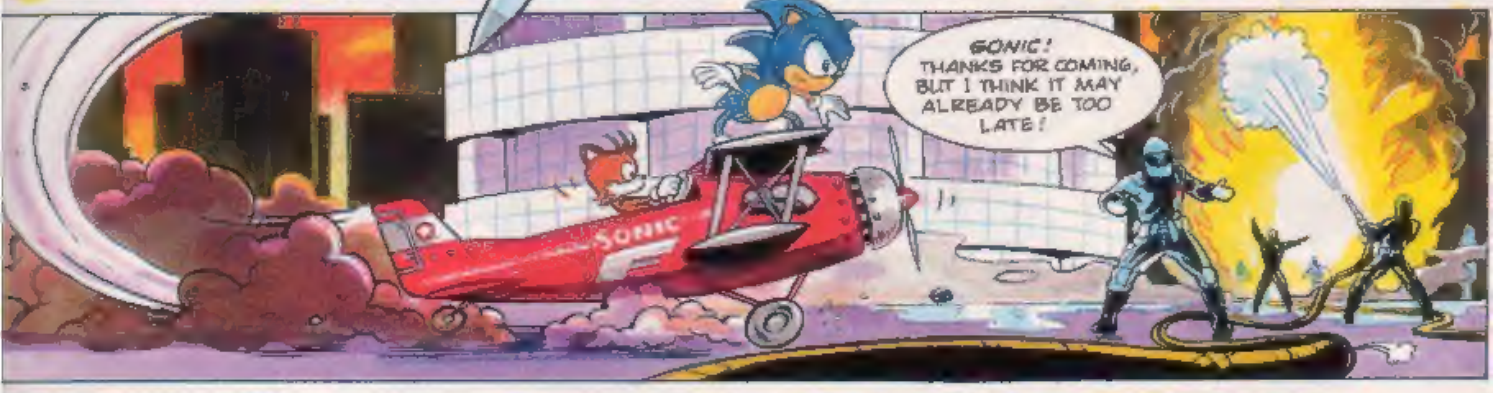


Script: Nigel Kitching Art: Richard Elson Lettering: Elitta Fell

...SONIC POWER!
DO YOU KNOW WHAT HE'S DOING?
SURE, THIS IS ONE OF SONIC'S FAVOURITE PARTY TRICKS!
BY RUNNING AROUND THE FIRE SONIC IS CREATING A SONIC-CYCLONE.
A VACUUM WILL BE FORMED AT THE BASE OF THE FIRE WHICH SHOULD MAKE IT...
WHOOOOM
...GO OUT...
THAT WAS FUN!
OKAY RED, WHAT'S NEXT?
AH... IT'S LIKE THIS, SONIC. ME AND MY BOYS WERE CALLED IN TO CLEAN UP OIL OCEAN ZONE. BUT THERE'S A PROBLEM.

THIS PLACE IS A DEATH TRAP, WE CAN HARDLY MOVE WITHOUT THE FLOOR GIVING WAY OR FLAMES LEAPING OUT OF THE GROUND.
YEAH, I REMEMBER...
WE NEED SOMEBODY WHO KNOWS THE PLACE TO GO TO THE CONTROL ROOM AND DE-ACTIVATE THE TRAPS. WE WERE SORT OF HOPING YOU...
HEY! DON'T SWEAT IT, BUDDY! NATURALLY YOU THOUGHT OF ME!
THEN HE'D BETTER THINK AGAIN!
FRASSH!
AARGH!
AN AQUIS! DON'T DARE COME AT ME FROM THE FRONT, EH?
OF COURSE NOT. I'M NOT STUPID!
AND I'M DEFINITELY NOT GIVING YOU TIME TO RECOVER!
GIVE IT UP, SONIC, YOU'RE FINISHED!
NO WAY I CAN GET A GRIP IN THIS OIL!
LOOKS LIKE I'M GONNA HAVE TO GO WITH THE FLOW!
SHOOOM!

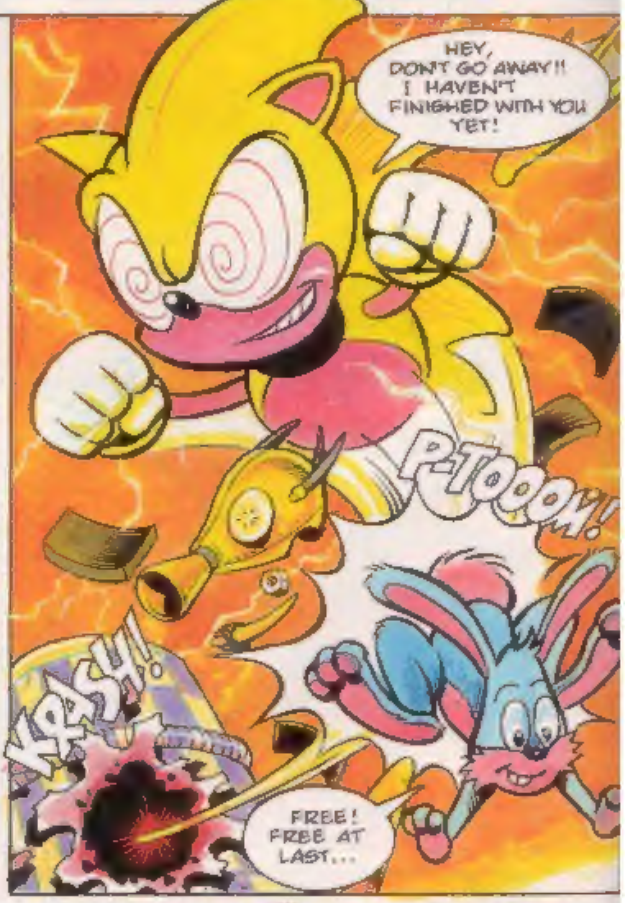
YECHH! THIS OIL IS TOTALLY DISGUSTING. IF IT STAINS MY POWER SNEAKERS, SOMEBODY'S GOING TO PAY!
SPLUT!
THIS IS IT, SONIC!
NO CHANCE! EVEN IN THIS GUNK, I'M TOO FAST FOR YOU TO HIT!
I DON'T HAVE TO HIT YOU. LOOK AROUND SONIC, YOU'RE UP TO YOUR SPIKY LITTLE NECK IN OIL.
YOU KNOW WHAT? YOU'RE STARTING TO GET ON MY NERVES...
FRYING TONIGHT!
SONIC!!
ROAST HEDGEHOG, ANYONE? I'M AFRAID IT MIGHT BE A LITTLE OVERDONE.
FROOM!
SONIC...
I'M SORRY, SON, BUT I THINK HE'S GONE.
RED

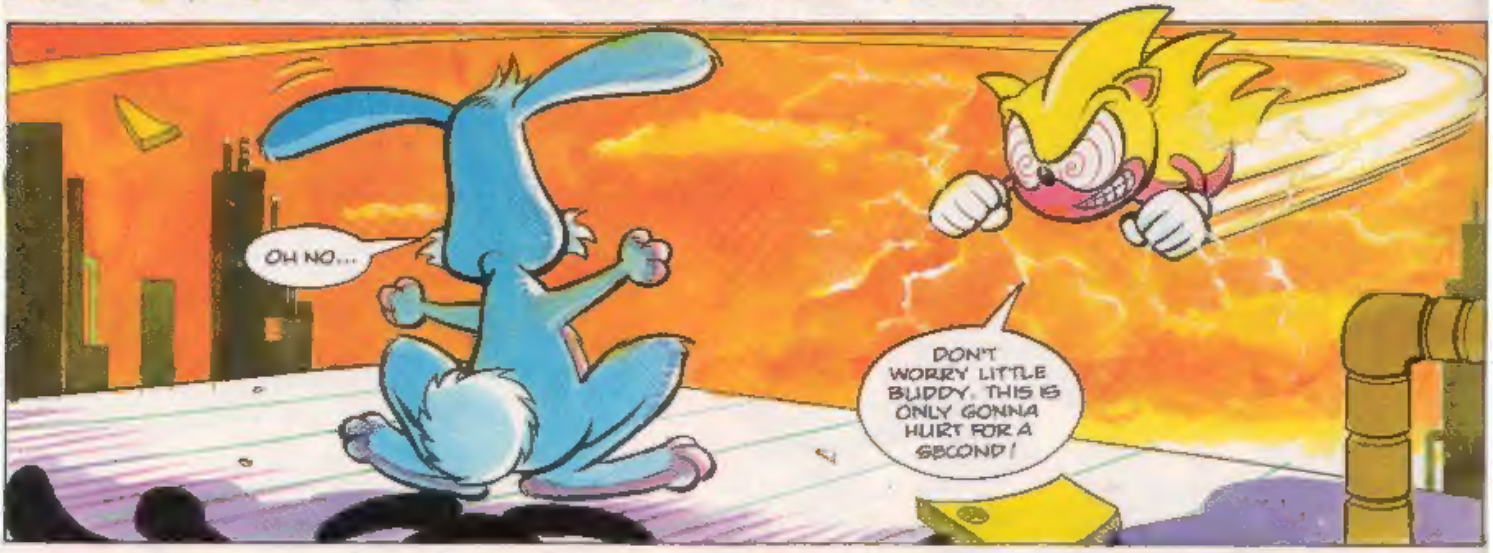
RAAAAAAA!
WHAT ON MOBIUS IS THAT?
IT... IT'S SUPER SONIC!
I'VE ONLY EVER SEEN THIS HAPPEN TO SONIC ONCE BEFORE -WHEN HE ABSORBED TOO MANY MOBIUS RINGS.
WE'D BETTER KEEP OUR HEADS DOWN, SONIC'S PRETTY OUT OF IT WHEN HE'S LIKE THIS.

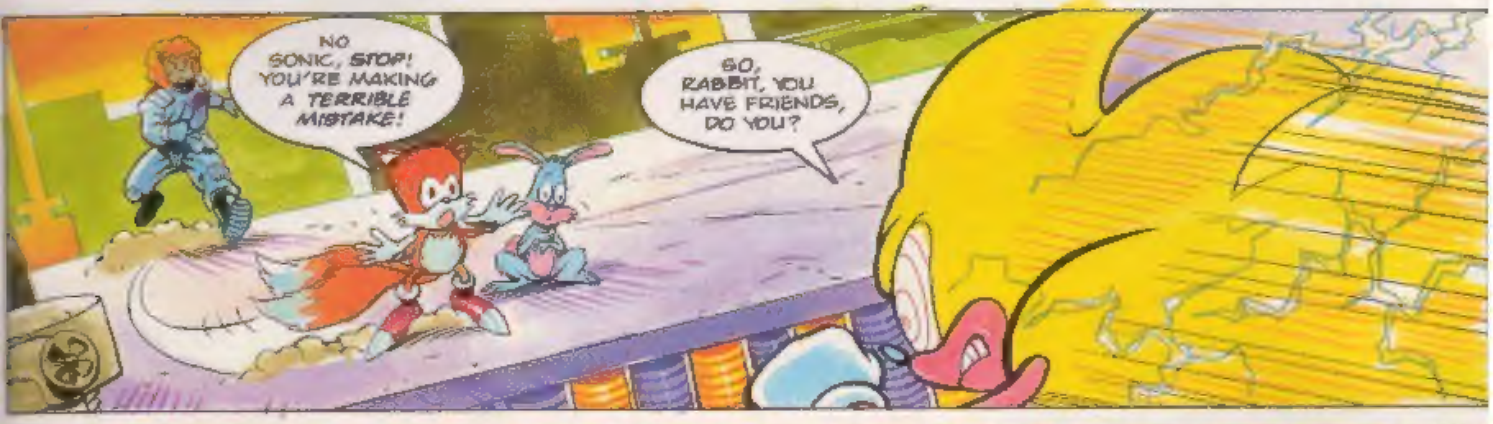
COMING TO GET YOU! GONNA GET YOU REAL GOOD!
THIS I DO NOT LIKE THE LOOK OF!

SO LONG SUCKER! I KNOW THIS ZONE LIKE THE BACK OF MY FIN.

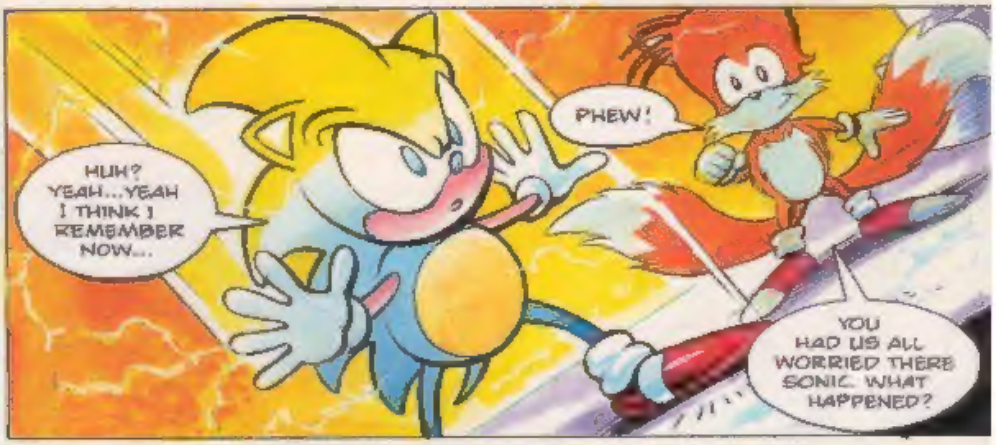
SAFE...


HEY, DON'T GO AWAY!! I HAVEN'T FINISHED WITH YOU YET!
P-TOOOM!
KRASH!
FREE! FREE AT LAST...


OH NO...
DON'T WORRY LITTLE BUDDY. THIS IS ONLY GONNA HURT FOR A SECOND!


NO SONIC, STOP! YOU'RE MAKING A TERRIBLE MISTAKE!
SO, RABBIT, YOU HAVE FRIENDS, DO YOU?

THAT'S OKAY I'LL TAKE YOU ALL ON, ONE AT A TIME OR ALL TOGETHER, I DON'T CARE!
SONIC, PLEASE LISTEN TO ME. YOU'RE NOT YOURSELF. WE CAME HERE TO HELP.
DON'T YOU REMEMBER?


HUH? YEAH...YEAH I THINK I REMEMBER NOW...
PHEW!
YOU HAD US ALL WORRIED THERE SONIC. WHAT HAPPENED?

I GUESS IT MUST BE ALL THE RING ENERGY I'VE ABSORBED OVER THE YEARS. WHEN I WAS IN THAT TIGHT SPOT BACK THERE, I SOMEHOW TAPPED INTO THAT ENERGY AND CHANGED.
I GUESS YOU COULD SAY I LOST MY COOL!

OKAY, SO YOU WANTED ALL THE OIL OCEAN ZONE TRAPS DE-ACTIVATING.
WELL, IF YOU'RE SURE YOU'RE UP TO IT...
UP TO IT? IT'LL ONLY TAKE ME FIVE MINUTES!
AND IT DID.
MORE SIZZLING SONIC ACTION NEXT ISSUE!

REVIEW Zone

Enter the zone that brings you the up-to-the-nanosecond reviews of all the new releases for the Sega games systems.
STC REVIEWER THIS ISSUE: Tony Takoushi.

SHINOBI 3

game type:
PLATFORM
1 PLAYER
MD

He's back, he's mean - and he sure is lean! **Shinobi 3 - Return of the Ninja Master**, is the latest in the Shinobi series from Sega. This game was reviewed some months ago by quite a few magazines, but has almost been completely rewritten since then with some original weapons and new magic added.

Shinobi 3 is a really playable game. As before, you control the Shinobi and have to battle through different lands, taking on strange bosses and their lackeys.

You can perform high leaps, double spins, hang from ceilings, throw ninja darts, use magic weapons - and a whole lot more.

Differences between this and previous **Shinobi** games come with new scenes that have Joe Musashi jet-skiing and bareback horse riding! There is also a special wall-bouncing move to get round obstacles. The bosses at the end of each level are gorgeous but special attack styles are needed to get past them.

The graphics, sound and general presentation are excellent. The Shinobi even looks different this time out. His moves are smoother, he is more colourful and packs a mean attack!

Experienced Shinobi players will find **Shinobi 3** has fresh new gameplay and addictive action. - TT.

MD Mega Drive
MCD Mega CD
MS Master System
GG Game Gear

STC Rating System

under 40% - Yawnsville
40 - 70% - Normalsville
70 - 80% - Fun City
80 - 90% - Big Time City
over 90% - Mega City!

FAST FAX

PUBLISHER	PRICE
SEGA	£44.99

GRAPHICS 85
SOUND 75
PLAYABILITY 80

RAVES
Great new play touches in the tradition of a superb series

GRAVES
Follows in the Shinobi style of play

OVERALL 85%

MAKE MY VIDEO: INXS

game type:
MUSIC
INTERACTION
1 PLAYER
MCD

INXS are the latest additions to the **Make My Video** series for the Mega CD. Other MMV titles have been released in the USA but this is the first official title for the UK market.

The aim is very simple. Edit together a music video of your own making or follow the hints from some strange characters in a pool hall.

The scene is set with you watching two rather attractive young females playing pool. The only way you get to join in is to edit a video the way they suggest.

The editing is done by choosing from lots of different clips shown on three 'screens'. After selecting your clips you then get to use some fancy video effects to make it look like your favourite music video: Slow mo, strobe, mirror, flip, captions, freeze frame, colour effects and lots more.

Once you've finished the editing the people in the pool hall bar comment on your efforts as you run it over again and again.

There are different modes where you can just check out the videos or compete with the people in the bar.

Make My Video with INXS is a fun outing with some great music. But if you're expecting a challenging game you might want to give this a miss, rather than a hit. - TT.

GUNSTAR HEROES

ACTION
1 PLAYER
MD

Welcome to one of the hottest shoot 'em ups ever. Treasure is a new Japanese software house about to produce some ground-breaking games for the Mega Drive.

The story behind **Gunstar Heroes** is very simple. You have to beat an evil creep who has taken over your world. Along the way you get to face some real brutes.

They come at you from all sides, all the time. The action is non stop and you have a variety of weapons that you pick up on your travels. There are thin lasers, globby bullets, homing bullets and special fire bombs for close combat.

At the start of each game you can choose from four weapons and which four stages you want to begin your mission on. After that the action is varied with running, shooting, riding a train and climbing a huge rocket and many many other exciting situations.

Overall **Gunstar Heroes** is a shooters' dream. It is sick, exciting and probably the fastest shoot 'em up ever written! - TT

FAST FAX

PUBLISHER	PRICE

GRAPHICS 75
SOUND 80
PLAYABILITY 55

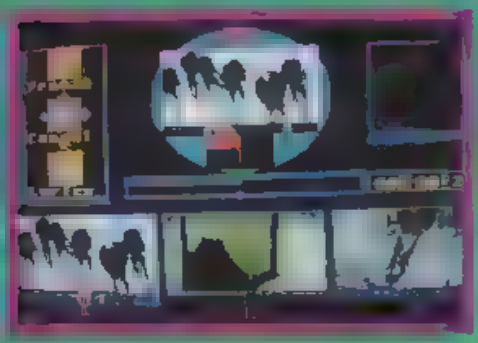
70%

FAST FAX

PUBLISHER	PRICE

GRAPHICS 85
SOUND 80
PLAYABILITY 75

80%



MEGA NEW SERIES
KID CHAMELEON
I GUESS YOU'VE HEARD I WILL BE YOU MUST HAVE SEEN THE HYPE
IT'S THIS MEGA NEW ARCADE MACHINE THAT YOU WALK INTO TO PLAY USES HOLOGRAMS TO REATE A REALITY NOT OUR SOUNDS GREAT RIGHT?
WELL LISTEN TWENTY MINUTES AGO I WALKED IN AND NOW I FIND THERE'S NO WAY OUT
.. AND I'LL TELL YOU THIS VIRTUAL REALITY FEELS VERY REAL INDEED!
RARRGHH!
HEY AND YOU WERE MY FAVOURITE IN THE WIZARD OF OZ.
WHIRR!
HOLY COMBINE HARVESTER...

THAT'S THE LAST TIME I EAT SHREDDED WHEAT FOR BREAKFAST

BOY AND DOESN'T BREAKFAST SEEM A LONG TIME AGO NOW...

IT WAS A NORMAL ENOUGH KINDA MORNING. THRASHED ROBOTNIK HOLLOW ON SONIC 2, PUMMELLED MR X TO A PULP IN STREETS OF RAGE. I WAS FEELING PRETTY GOOD. BUT I'D FORGOTTEN THE ONE BOSS I NEVER COULD GET PAST.

CASEY!

JUST A MINUTE

CASEY, I'M NOT TELLING YOU AGAIN. NO SON OF MINE SPENDS ALL WEEKEND INDOORS PLAYING VIDEO GAMES

GIVE ME THIRTY SECONDS! TWO LEVELS MORE AND I'VE CLOCKED THIS ONE

I'VE TOLD THAT NEW GIRL'S MUM YOU'D GO NEXT DOOR TO SEE HER

AND YOU'RE GOING!

I... I CAN'T BELIEVE YOU JUST DID THAT! FOUR MILLION POINTS AND SIX CONTINUES. I'LL RING DAD. I'LL RING CHILDLINE!

YOU REALLY OUGHT TO GO OUT AND MIX WITH PEOPLE YOU KNOW YOU'LL LIKE SUZI...

SUZI? SUZ MOVED NEXT DOOR? I FIGURED I COULD GIVE THE MEGA DRIVE A REST FOR THE AFTERNOON

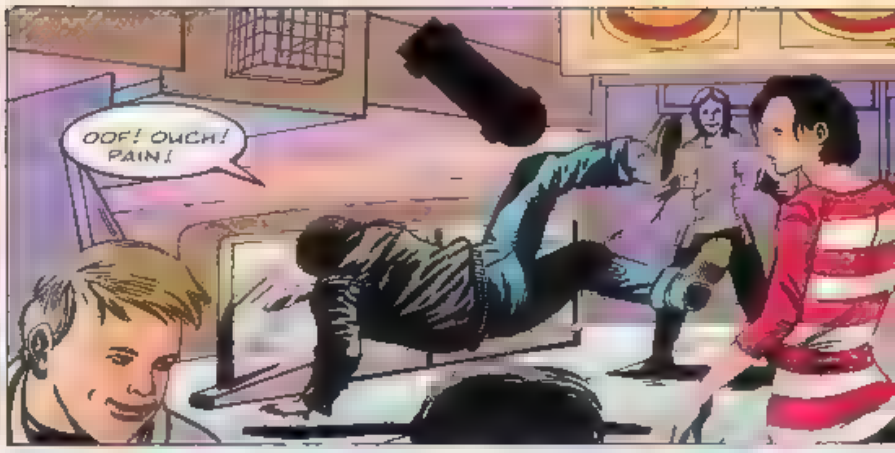
SUZI'S JUST STARTED AT SCHOOL SEE, AND SHE'S KIND OF NEAT. A REAL GOOD LAUGH, AND SHE PLAYS A GAME GEAR BETTER THAN MOST OF MY MATES

WILDSIDE IS HERE!

FIGURED IF SHE LIKES VIDEO GAMES, SHE'D BE DOWN AT THE ARCADE. TODAY WAS THE DAY THEY BROUGHT OUT THE WILD SIDE MACHINE. THE STATE OF THE ART VIRTUAL REALITY SYSTEM

NORMALLY, I'D BE DEAD EXCITED BY THAT. TODAY I WAS REHEARSING JUST WHAT I COULD SAY TO SUZ

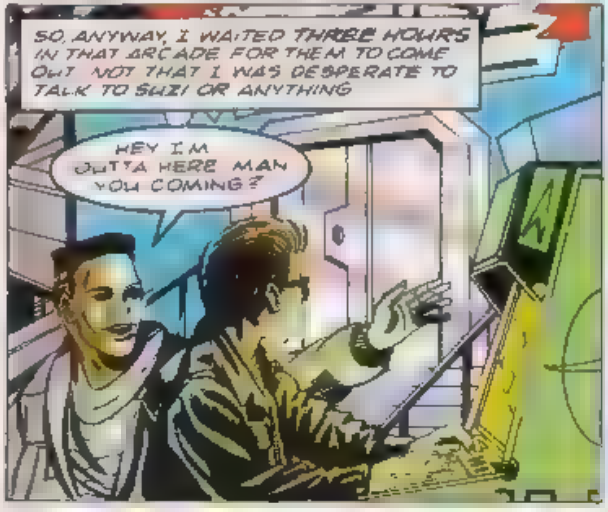
WELL, YOU KNOW HOW IT'S WHEN YOU WANT TO MAKE AN IMPRESSION..
WHOOOAA!
THWWAAM!

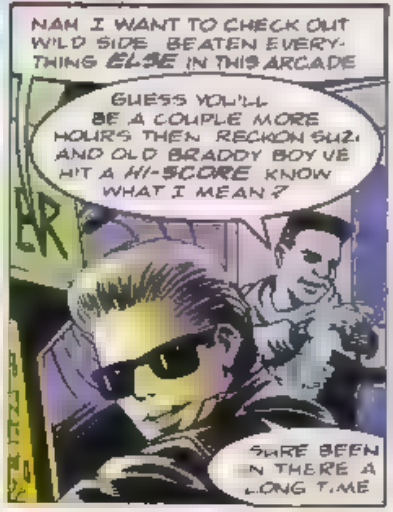

OOF! OUCH! PAIN!

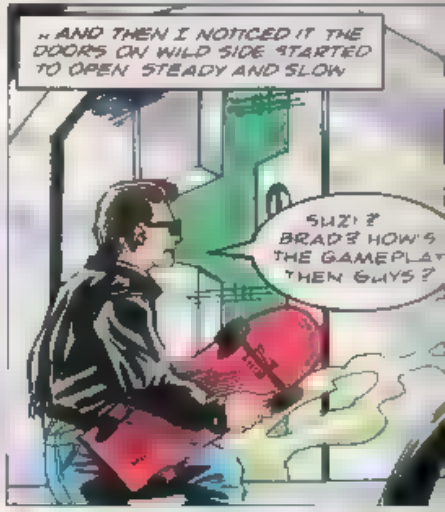
ER.. HI
HI..
SUZ?
THAT'S RIGHT

YEAH.. HI, I'M CASEY.. FROM SCHOOL I ER LIVE NEXT DOOR TO YOU NOW AS WELL AND ER
THIS CREEP BOTHERING YOU?
WILD PILOT

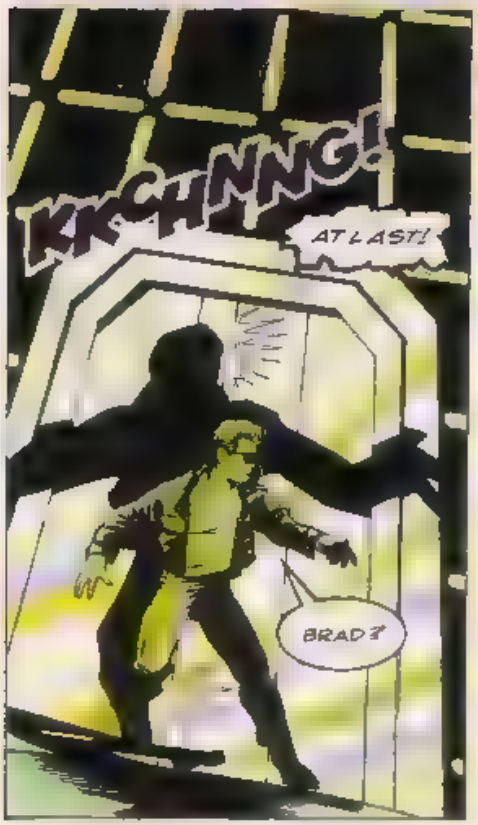
ER NO I
I'M BRAD WANT TO BE FIRST IN TOWN TO GO WILD SIDE?
BRAD HAS THE KIND OF MOVES TOM CRUISE WOULD DIE FOR HE'S SLICK HE'S SMOOTH HE'S THE COOLEST KID IN SCHOOL I HATE HIM
BIG DORK-BRAIN!
HEY WHAT GIVES? YOU FANCY HER?
NAH COURSE NOT JUST MY MUM KNOWS HER MUM, YOU KNOW HOW IT IS. DYLAN..

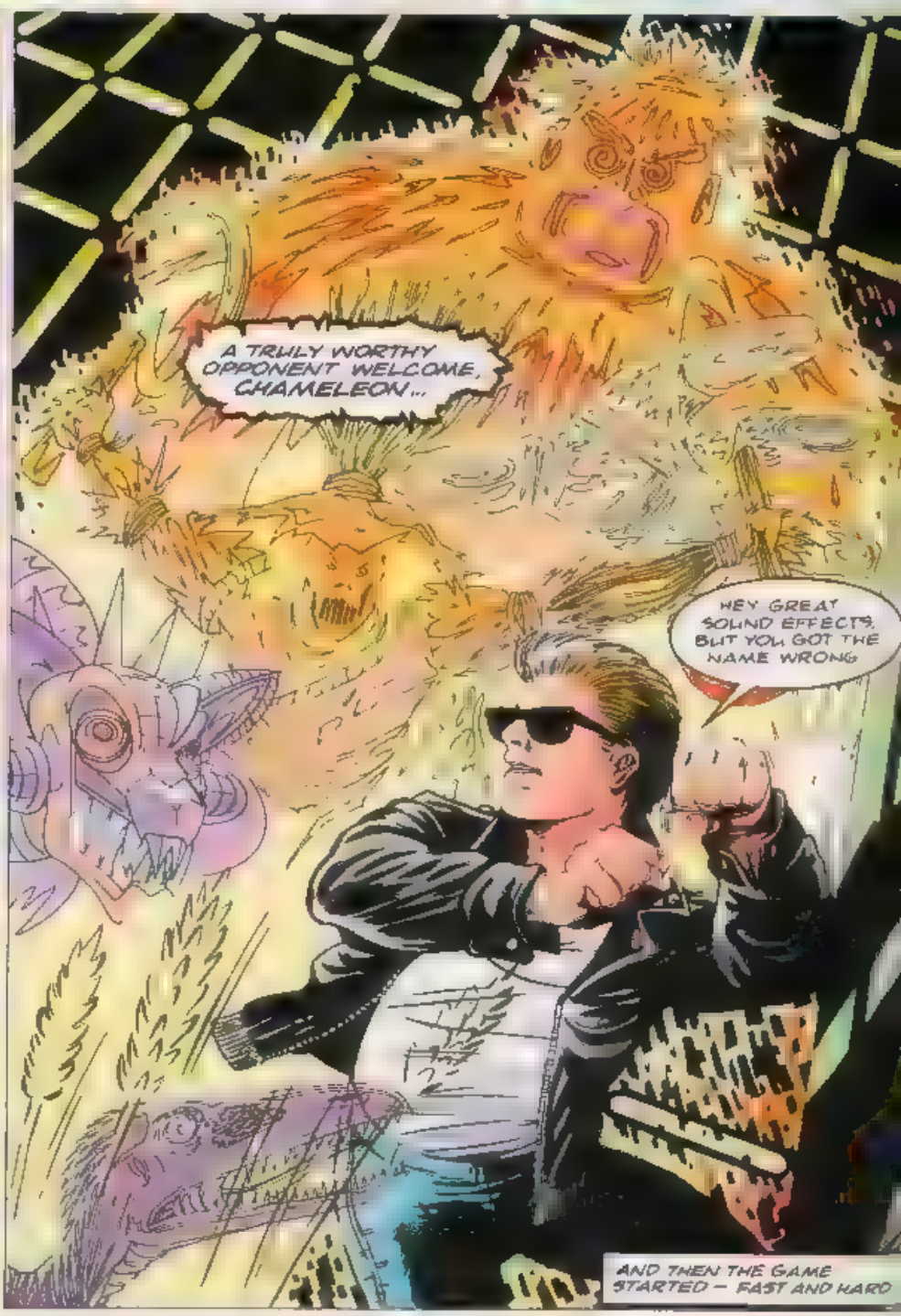

SO, ANYWAY, I WAITED THREE HOURS IN THAT ARCADE FOR THEM TO COME OUT NOT THAT I WAS DESPERATE TO TALK TO SUZI OR ANYTHING
HEY I'M OUTTA HERE MAN YOU COMING?

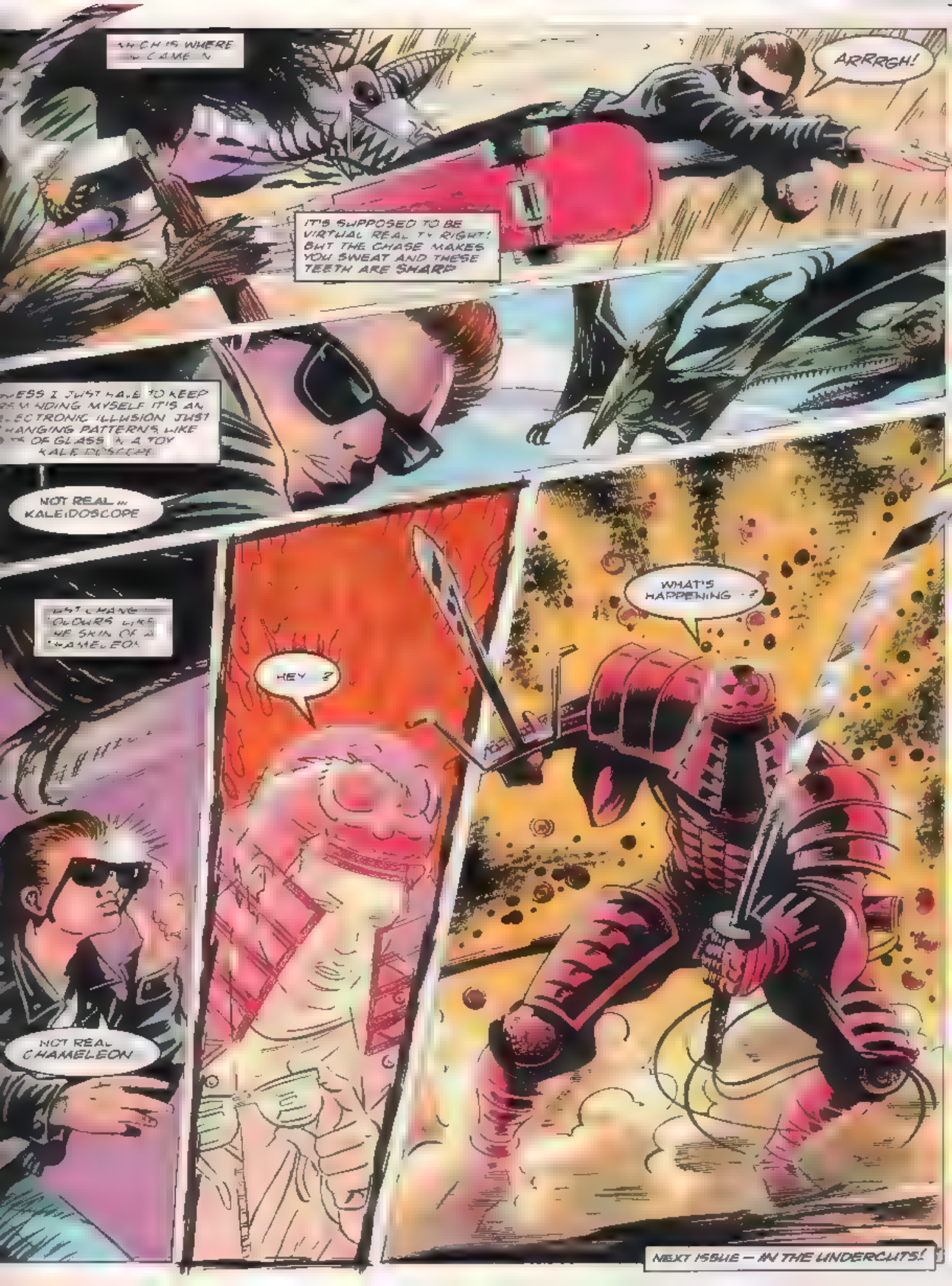

NAH I WANT TO CHECK OUT WILD SIDE BEATEN EVERYTHING ELSE IN THIS ARCADE
GUESS YOU'LL BE A COUPLE MORE HOURS THEN RECKON SUZI AND OLD BRADDY BOY VE HIT A HI-SCORE KNOW WHAT I MEAN?
SURE BEEN IN THERE A LONG TIME


AND THEN I NOTICED IT THE DOORS ON WILD SIDE STARTED TO OPEN STEADY AND SLOW
SUZI? BRAD? HOW'S THE GAMEPLAY THEN GUYS?

HUH?


KKCHNNG!
AT LAST!
BRAD?


A TRULY WORTHY OPPONENT WELCOME, CHAMELEON...
HEY GREAT SOUND EFFECTS, BUT YOU GOT THE NAME WRONG
AND THEN THE GAME STARTED — FAST AND HARD


WHICH IS WHERE I CAME IN
ARRRGH!
IT'S SUPPOSED TO BE VIRTUAL REALITY RIGHT! BUT THE CHASE MAKES YOU SWEAT AND THESE TEETH ARE SHARP
GUESS I JUST HAVE TO KEEP REMINDING MYSELF IT'S AN ELECTRONIC ILLUSION JUST CHANGING PATTERNS LIKE BITS OF GLASS IN A TOY KALEIDOSCOPE
NOT REAL IN KALEIDOSCOPE
JUST CHANGE COLOURS LIKE THE SKIN OF A CHAMELEON
NOT REAL CHAMELEON
HEY ?
WHAT'S HAPPENING ?
NEXT ISSUE — IN THE UNDERCUTS!

Gee it's the GGGG!

Game Gear gets own Game Genie

Frustrated Game Gear players, help is at hand – there is a **Game Genie** coming your way soon.

The latest in a long line of **Game Genie** video game enhancers has been designed specifically for Sega's hand-held game system.

Looking like something Batman would not be ashamed to have in his utility belt, the **GGGG** slots into the Game Gear's cartridge slot and accepts standard GG cartridges. On power-up, a code screen is shown onto which you can enter **Game Genie's** special codes. These enable you to access extra lives, more weapons, special sections and a whole lot more. A glance at STC's Q Zone will show you the types of codes available for Mega Drive owners using the **Game Genie**.

Initially, there will be codes available for over 90 of the most popular Game Gear games, with regular updates available via a special phone helpline. A mini codebook comes with the **GGGG** which can be stored in the back of the unit.

Hornby Hobbies, UK distributor of the **Game Genie**, plan to release the **GGGG** around December 93/January 94. No price details as yet.

In a mysterious statement to STC, Hornby Hobbies said that the **Game Gear Game Genie** will also contain a number of hidden secrets yet to be revealed. We'll keep you posted.

Buses Get In Gear

0891 700505

Calls to this number are charged at 35p per minute cheap rate and 48p per minute at all other times. You must make sure you have the permission of the person who pays the phone bill in your house before you make your call. All revenue generated from the line will be donated to the NSPCC.

We'll print the best ones in future issues.

The Shape Of Sticks To Come

Logic 3 previews two new controllers

The Logipad – artist's impression

Power hitters get ready. Logic 3 have given a sneak preview of two new console controllers currently in development.

The **Logipad** is the world's first games pad with closed micro switches. It also features independent semi and autofire on all six fire buttons. Pricing is expected to be from £17.99.

The Phantom is a larger controller also with closed micro switches. In addition it features an eight-directional arcade type joystick and six fire buttons. Other goodies are autofire speed control, slow motion and a generous 2.5 metres of cable. Price is expected to be £24.99.

Both controllers are fully compatible with the Sega Mega Drive and some other inferior game systems. Launch dates have yet to be confirmed. Keep watching the skies.

The Phantom – still on the drawing board

Pond Life

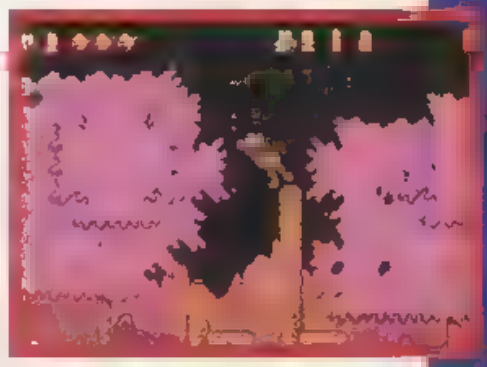
James Pond comes up for the third time

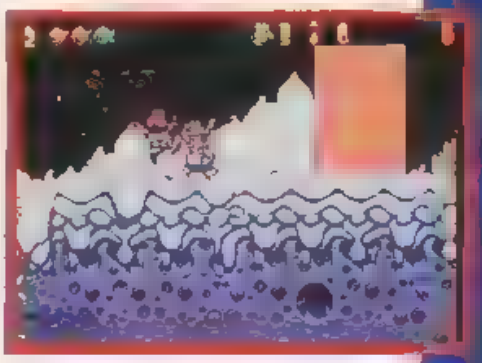
James Pond 3 - Operation Starfish marks the return of gadget's favourite finned secret agent to the Mega Drive scene.

This new 16-Meg cart, coming from Electronic Arts in September, features over 100 levels of cosmic capers as James Pond heads for the Moon. His mission is to stop the evil Dr Maybe who has a fiendish plan to monopolise the world's dairy market. (He intends destroying the universe.)

Pond is joined in the new game by trainee FISH agent Finnius Frog, and is armed with a whole new range of weapons and power-ups. In addition to JP's jumping, running and walking abilities, he now gets to use suction boots that allows him to walk on any surface. A rail suit doubles as a deadly attack weapon. Honest, sis, rocket boots and anti-gravity boots. He also gets to drive a lunar buggy, a drilling machine, a giant moon-worm and a mini rocket.

James Pond 3 - Operation Starfish is due in September for the Mega Drive, priced £44.99. Watch for the jub-jub based STC review.





New Releases - September

Christmas is coming (aargghh!) and the big games are coming out to play. Here is a list of new releases heading your way during September. It's as accurate as we can make it but, be warned, there could be last minute changes, additions or deletions. The software companies just love to bug us!

Jurassic Park (Sega)
Ultimate [illegible]
Shinobi 3 (Sega)
Wimbledon Tennis (Sega)
Ranger X (Sega)
Gunstar Heroes (Sega)
Rocket Knight (Konami)
Haunting (Electronic Arts)
Chuck Rock 2: Son of Chuck (Core Design)
James Pond 3 (Electronic Arts)
F1 (Domark)

Terminator (Virgin)
Wonderdog (JVC)
Thunderhawk (Core Design)
Sherlock Holmes 2 (Sega)
[illegible]
Make My Video: Kriss Kross (Sony)
[illegible] (Sony)
[illegible]

[illegible]
[illegible]
Ghoul [illegible] (Core Design)
[illegible]

[illegible]
Strikers [illegible]
[illegible]
James Pond [illegible]
[illegible]

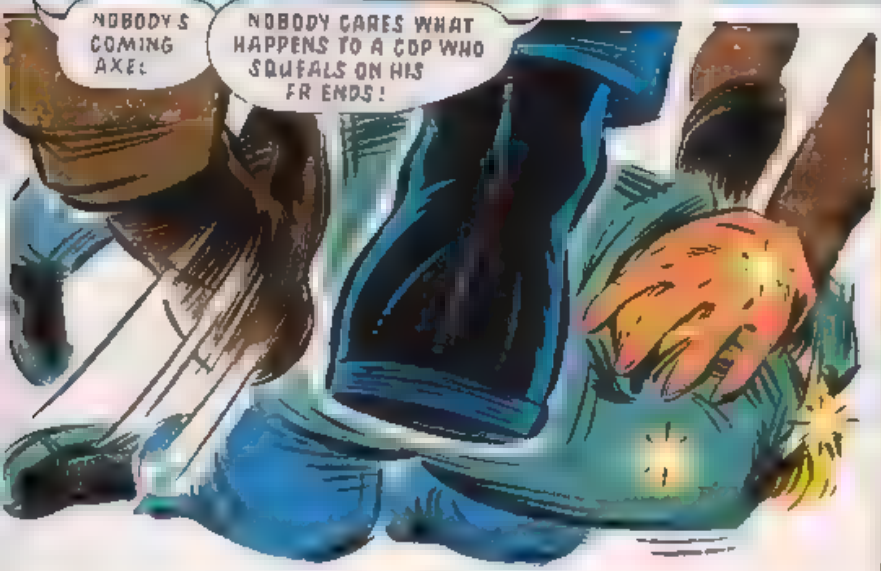
AXEL STONE
STONE TO CONTROL RESPONDING TO D STRESS CALL FROM
NO SIGN OF ANY TROUBLE
MEGA NEW SERIES
STREETS OF RAGE
THIS IS THE POLICE!
NO PO NTH D NG
THIS PLACE S GONNA BE CRAWL NG W TH COPS ANY
COME

COZ YOU'RE NEVER GONNA LEAVE IT IN ONE PIECE!
UNGH!

HIT HIM HARD!

CONTROL! THIS IS AXEL STONE WHERE'S THAT BACK-UP?
OOOF!

GET HIM
FOR PETE'S SAKE, CONTROL! WHERE'S MY BACK-UP?


NOBODY'S COMING AXEL
NOBODY CARES WHAT HAPPENS TO A COP WHO SQUEALS ON HIS FRIENDS!

BARELY CONSCIOUS, AXEL STILL RECOGNISES THE VOICES
COPS
THESE GUYS ARE COPS

MUCH LATER
YOUR FRIEND WAS LUCKY TO ESCAPE WITH HIS LIFE.
X-RAYS SHOW EXTENSIVE BONE DAMAGE AND MASSIVE INTERNAL BLEEDING.
HARD TO IMAGINE HOW HE MANAGED TO GET AWAY
CHIEF SAID HE THREW HIMSELF INTO THE RIVER SWAM NEARLY TWO MILES AND WAS FISHED OUT BY A TRAWLER
OH MAX WHAT HAVE THEY DONE TO POOR AXEL ?
I DON'T THINK THE PROBLEMS END HERE. OFFICER FIELDING THIS WAS FOUND IN HIS CLOTHING
NOT OVER YET SQUEALER
YOU'RE DEAD!
DEAD!

DOWNTOWN
THIS PRECINCT STINKS. CAPTAIN WYNDAM ALMOST EVERY COP IN THE DEPARTMENT IS ON THE TAKE --
YOU INCLUDED!
POLICE DEPARTMENT
THOSE ARE MIGHTY SERIOUS ACCUSATIONS, MAXIE-BOY. JUST HOW DO YOU INTEND TO BACK THEM UP?
COMPLAINTS WYNDAM
WE QUIT!
MAX! BLAZE! WHAT THE HELL IS GOING ON HERE?
IF YOU TWO BREATHE A WORD TO THE MEDIA I'LL--
SHOVE IT, FATBOY!
GREAT NOW WHAT DO WE DO?
WE HIT BACK AT THE CREEPS WHO ALMOST KILLED AXEL BLAZE! WE CAN'T TRUST THE POLICE OR THE CITY COUNCIL SO WE TAKE CARE OF THINGS OURSELVES
FIRST STOP--THE GUN STORE! WE NEED SOME SERIOUS FIREPOWER

LATER A PHONE RINGS IN A PLUSH UPTOWN APARTMENT
PHONE FOR YOU HANK
IT'S POLICE
WHAT SIR WYNDAM?
MUST YOU ALWAYS CALL WHILST I AM TAKING MY EXERCISE?
WHAT? YOU CALL ME AT HOME TO TELL ME TWO POLICE OFFICERS HAVE RESIGNED?
YOU DON'T UNDERSTAND SIR THESE AREN'T TWO ORDINARY POLICE OFFICERS I AM TALKING ABOUT BLAZE FIELDING AND MAX HATCHET
BLAZE AND MAX? WHY DIDN'T YOU SAY SO, WYNDAM--
NOW IT'S PERSONAL
NEXT THE CLEAN-UP BEGINS

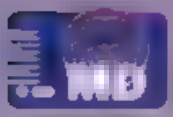
Q Zone

KID CHAMELEON Tips

With the start of the series in this issue of NTC, here is some help for this great Sega Nintendo platformer. If you have been wondering what it would be like to see the last boss then wonder no more because here is the cheat to the pink tank.

Start by walking your way to the Blue Lake Woods to Level 3 until you come to the Flag at the end. Don't touch the Flag, but climb up to the last Prize Block and press Down and Right while keeping the Jump and Special Attack buttons held down.

MICRO MACHINES Tips



[illegible] Codemasters and [illegible] the [illegible] problem with the game [illegible] help.

[illegible] Because of the great speed they have at [illegible]

MICK & MACK: GLOBAL GLADIATORS Tips

[illegible] Mick & Mack [illegible]

Reset the game [illegible]

COBRA COMMAND

Tips

One of a new breed of games on the Mega CD, Cobra Command is a great flight simulation with brilliant graphics. Problem is, it's very difficult and you constantly have to restart from the beginning. However, here's a cheat to change all that.

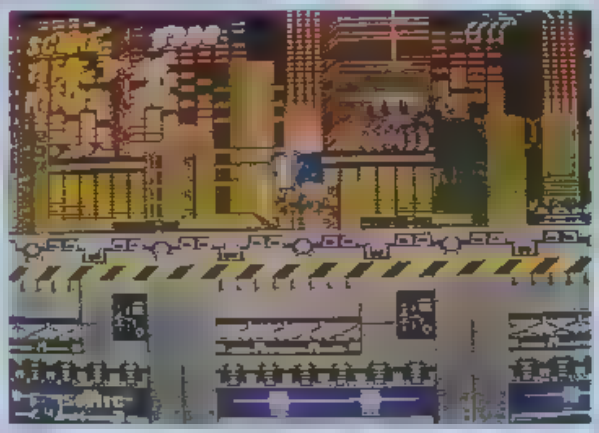
Press Start so that both Game Start and Config Mode appear. Press Up, Down, Left and Right. You should hear an explosion sound telling you the cheat is activated. Then select Config Mode and an extra option, Training Mode, should appear. Now every time you lose a life you just continue the game!

To become invincible press B, A, C, A, Left, Left, Right and Left on the title screen, and to a Level Select press up, Left, Right, Right and Up. You can now select your level by pressing the Left or Right buttons.

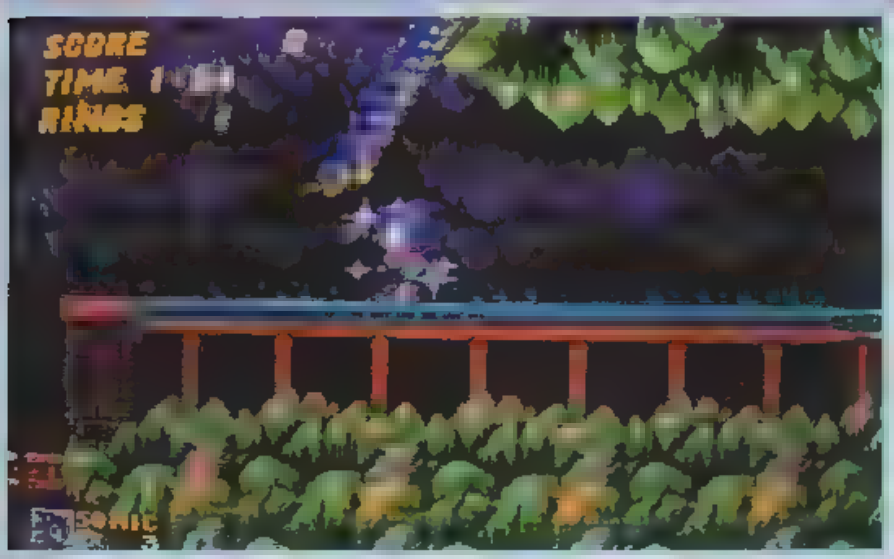
SONIC THE HEDGEHOG 2

Tips

Oh no, not that eye-searing select cheat again, surely? No way, this is a new cheat for Sonic 2 in the Casino Night Zone.



Jumping into the fruit machine is a bit of a gamble – sometimes it pays off, and sometimes it can be disastrous. To help you win loads of rings try this. Start the wheels spinning and as soon as the first reel stops press C immediately. If you timed it to perfection reels two and three will get the same symbol as reel one.



game genie tips

Got a Game Genie? If not, why not?! Got a Mega Drive? Then you'll find these new codes mega useful!

Special thanks to those hearty folk at Hornby Hobbies for supplying the Game Genie codes.

LEMMINGS

This game is many Game Genie codes, so this game is one of our lemmings. Here's a few to give you lots of lemmings.

Always start with 50 climbers	SV.TBRDL + GK.TAADN
Always start with 50 floaters	SV.TBRDL + GKJTAADW
Always start with 50 bombers	SV.TBRDO + GKJTAAD2
Always start with 50 blockers	SV.TBRD6 + GKJTAAD8
Always start with 50 builders	SV.TBREC + GKJTAAEE
Always start with 50 bashers	SV.TBREJ + GKJTAAEL
Always start with 50 miners	SV.TBRER + GKJTAAET
Always start with 50 diggers	SV.TBREY + GKJTAAEQ

JAMES BOND – THE DUEL

We printed the solution to this game in STG. However, to some people it seems that there are some codes to help Bond on his way.

Infinite lives	ATGAAA56
Infinite continues	ATGAAA70
Infinite ammunition	AEBAAA9N
Starts on Mission 2	AECAAAGC
Starts on Mission 3	AJCAAAGC
Starts on Mission 4	ANCAAAGC
Starts on Mission 5	ATCAAAGC
Cannot be harmed by enemy fire	AMKAAA56
Jump higher	7LPTB98E

TAILSPIN

If you're not totally fed up with the Sega codes or another hyped-packed Disney game

Infinite lives - player 1	ATSTAA92
Infinite lives - player 2	ATTAAA66
Infinite health - not on plane level	EMSTCA66
Infinite time	AJSAAA9N
Star prizes worth double	P11AB.XW
Star prizes worth treble	P11ABNXW
8 days to complete game	BAPTAADY
Time runs slower	EASAB2HG

WONDER BOY
in
DEMON WORLD
part 6
SAIDA THE WONDER BOY IS SEARCHING IN DEMON WORLD FOR SOME VILLAGERS WHO'VE BEEN KIDNAPPED BY GRIMOMEN THE DEMON LORD
THE SHAME INN IN DEMONOPOLIS
ARGH-GH-GH GOTTA CONTROL MY ARM.
SHALL WE KILL 'IM?
I DUNNO E AS GRIMOMEN'S MARK ON IS 'AND
WATCHIT!
OI! WHO YOU PUSHIN'?
LET IM GO HE'S GOT THE MARK ON 'IM
YOU DON' WANNA MESS WITH THE MARK
UH UH CAN BARELY HOLD IT
NO! I WON'T LET IT CONTROL ME!
MUST STRAP IT DOWN.

THAT'S BETTER NOW TO GET GRIMOMEN BEFORE MY ARM KILLS ME!
GRIMOMENS GOT TO BE AT THE BOTTOM HOW'M I GONNA
WAIT THOSE FLYING BOATS!
YES? CAN I HELP Y
OUTTA MY WAY!
HEEEEELP

EEIIII!
LOOK. IT'S WONDER BOY.
SHHH! DON'T TELL... OH... FORGET IT. I GUESS THEY KNOW I'M HERE ANYWAY.
WHY DOES EVERYBODY HAVE T'CALL ME WONDER BOY? THE NAME'S SHION!
AS SOON AS I GET OUT OF THIS MESS THERE'S GONNA BE SOME CHANGES!
CRARK! Y'LOOK WEAK AND WEARY. WOULDN'T GO DOWN THERE...
'TIS THE DEMON LORD'S DREARY MIDNIGHT PIT LAIR.
WHY, THANK YOU, RAVEN. THAT'S MOST HELPFUL!
THERE ARE PEOPLE DOWN HERE...

OH MY GOSH! THEY'RE TURNING INTO DEMONS.
HELP US.
KILL ME.
GRIMDMEN DID THIS TO US. YOU MUST STOP HIM. HE'S BUILDING AN ARMY.
EVENTUALLY, SHION REACHES PIT BOTTOM.
MARK WAS HERE!
AH, I'VE BEEN WAITING FOR YOU.
I'M GOING TO NAIL YOU TO THE WALL AND WHEN YOUR TRANSFORMATION IS COMPLETE YOU'LL SIT AT MY RIGHT HAND...
...AND KILL AT MY COMMAND.
NEVER!
I'VE COME TO TAKE MY FRIENDS BACK.
HAH, HA, HA! YOU'RE SHION THE WONDER BOY?
WHAT MAKES YOU THINK YOU CAN ENTER MY PITCASTLE AND THREATEN ME?
NEXT ISSUE: DEMONIC TRANSFORMATIONS

SPEEDLINES

Dash off a letter, draw a quick sketch. In short, let Megadroid know what you like (or loathe!) about STC.

Send your letters and drawings to:
Speedlines, Sonic The Comic,
25/31 Tavistock Place, London WC1H 9SU.

Write your name, address and Sega system (MD, MCD, MS or GG) clearly. Remember, every letter and drawing printed wins a Segasational prize!

Better Than Eating

Dear STC,

When I first read your comic it was dinner time and I got so interested in it I would not eat my dinner. I thought as soon as I finished reading it I'm writing to **Sonic The Comic**.

Here I am.

If you would publish this I would be running around showing everyone. So please print my letter.

Lucinda Wade, West Auckland, Co. Durham. MS owner. Sonic badge winner.

So what happened, Lucinda. Did you eventually have your dinner? Did you ever eat again? You can't leave the massed ranks of STC Boomers dangling like this. We demand to know!

Good Idea

Dear Sonic The Comic,

What a comic! It's the best I have seen since the Beano. I would like you to answer this question. What gave you the idea to turn Sega characters into comic strips?

Robert Davies, Blaenavon, Gwent. MS owner. Sonic badge winner.

Easy one, Robert. When we saw what fabulous characters Sega used in their game how could we not make them into comic strips?

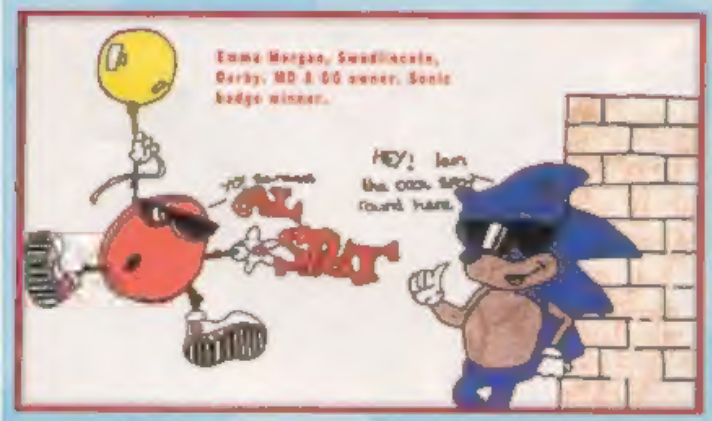
Choose Early For Christmas!

Dear STC,

I am writing to ask which I should get for Christmas. Should I ask for a Game Gear, a Mega Drive or a Mega Drive 2? Please tell me which is the best value for money and which has got the widest range of games, also good but cheap games (I only get £5 per week).

John Thompson, West Bowling, W. Yorks. Sonic badge winner.

Tough choice, John. The Game Gear has the cheaper games but has a very small screen and only runs 8-bit games. The Mega Drive is more expensive but has a huge range of top quality 16-bit games, which are more pricey. And the Mega Drive 2 isn't even out yet! I suggest you talk nicely to whoever is buying your present and see what they can afford. Any other Boomers out there got any advice for John?



Emma Morgan, Swadlincote, Derby. MD & GG owner. Sonic badge winner.

Super Sonic! Scott Jackson, Preston, Lancs. MD owner. Sonic badge winner.

Class Act

Dear STC,

Most of my class and I buy STC because it's great value for money. We all say it beats the living daylights out of other comics. Will you do a strip of Chuck Rock?

Darren St Marie, London. Sonic badge winner.

Sounds like you're in a pretty cool class, Darren. Say hi to them for me. As for Chuck Rock, I'll put him on my ever-growing list of strip possibilities.

Get Printed + Win a Prize!

It's true! Every letter and drawing appearing on this page wins a Segasational prize! Yes, this brilliant Sonic 2 badge - exclusive to STC - can be yours! Commemorating the earth-shattering appearance of the second Sonic The Hedgehog game, the badge shows Sonic and Tails, is made of metal and has a snazzy clutch pin fitting. Be the coolest Sonic Boomer in your area - get writing and drawing now!

NEXT ISSUE

GET STREETS AHEAD WITH THE HOTTEST COMIC AROUND!

STREETS OF RAGE

Feel the rage as Max and Blaze get tough on the streets!

KID CHAMELEON

Fields of Screams: Red Stealth scythes through the Wild Side baddies

WONDER BOY

Shion vs Grimomon - the fight to the finish!

PLUS

The story you've been waiting for -

THE ORIGIN OF SONIC THE HEDGEHOG

DON'T BE A LOSER - ORDER YOUR COPY NOW!

SONIC THE COMIC No. 8

SIZZLING YOUR WAY SATURDAY SEPTEMBER 4th

95p

THE AFFORDABLE COMIC!

DATA STRIP

Fill in & send to:
Sonic The Comic,
25/31 Tavistock Place,
London WC1H 9SU

WHO ARE YOU?

Tell us your name, age & address.

NAME.....

ADDRESS.....

.....

.....

.....AGE.....

HOT-SHOTS ONLY!

Enter your high score or achievement here!

GAME.....

SCORE/ACHIEVEMENT

.....

.....

SYSTEM:- (please tick)

MD ☐ MS ☐ GG ☐ MCD ☐

GAME INTO STRIP

What SEGA game would you like to see as a STC strip in the future?

I THINK.....

.....

would make a great comic strip in STC

MEGA HITS THIS ISSUE!

List your three favourite stories in this issue in order of preference

1.....

2.....

3.....

HOW DO YOU RATE ISSUE 7 OF STC?

☐ %